Mirasys VMS

User's Quick Guide

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BEFORE YOU START

HELP DOCUMENTATION

This guide is an abbreviated version of the *Mirasys NVR software User's Guide* and intended for people who use the **Workstation** program for monitoring video, searching for recorded data, and exporting video or audio.

For more information about installing, configuring, and using the system, please refer to the following guides:

- *Installation Guide*. How to install the system and other devices, for example, dome cameras.
- *Administrator's Guide*. How to use the System Manager program for configuring the system settings.
- *User's Guide*. How to use the Workstation program for video and audio surveillance.

The PDF help documentation is on the DVMS Installation CD.

TECHNICAL SUPPORT

For technical support, please contact the supplier of the system.

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LOGGING IN

This section shows how to login and logoff from **Workstation**.

LOGIN AND LOGOFF

To login to Workstation:

1. Do one of the following:
    - Double-click the shortcut icon **DVMS Workstation** on the desktop.
    - Open the Windows **Start Menu**, select **Programs** and then **DVMS**. Click **DVMS Workstation**.
2. The login screen is shown. Select the Master DVR to which you want to connect to from the **System address** pull-down menu.
3. Type your user name in the **User name** box, and your password in the **Password** box. **NOTE:** The user name and password are case sensitive.
4. If the End User License Agreement is shown, you can accept it by clicking **Accept Terms**.
5. Click **login**. A progress bar is shown on the screen while the program starts.

To log off from Workstation:

1. Do one of the following:
    - On the menu bar, click **File** and then **Exit**.
    - On the menu bar, click **User** and then **Log off**.
    - On the status bar, click the **Exit Mirasys Workstation** button (lower right corner of the screen).
2. In the **Logoff** dialog box, click one of the option buttons:
    - To let a different user login, click **Log off current user.**
    - To quit **Workstation**, click **Exit Workstation.**
3. Click **OK**.

USER INTERFACE

The user interface contains these elements:

A. Title bar. Shows the name of the program and the **Workstation Minimize**, **Maximize** and **Close** buttons.

B. Menu bar. The menu bar gives access to, for example, user settings. You can hide the menu bar from the **View** menu.

C. Profile selection. You can change to any available profile (or switch to any opened archive files) through the **Profile** pull-down menu. After selecting a profile, you can access the devices, for example, cameras, shown in the navigator tree (F). If your system has multiple master recorders, you can switch to a new master recorder through a pull-down menu above the **Profile** pull-down menu.

D. Toolbar. Click the buttons on the toolbar to show or hide user interface windows and elements. The buttons are described below.

E. Device Window. Shows video, audio and other device views as well as the device group specific **Minimize**, **Maximize** and **Close** buttons. **NOTE:** *You can also maximize the device window by double-clicking the device window title bar.*

F. Navigator. The **Navigator** contains the devices included in the selected profile (C). For more information, see **Error! Reference source not found.**.

G. Map Tool. Shows a map of floor plan of the selected target site. By clicking the device icons you can access the devices. For example, you can open video views directly from the map.

H. Status bar. Shows the date and time (or only time), buttons for logging off from the program and for locking the program, a button for showing the help, and the name of the user. You can hide the status bar from the **View** menu.

I. Work space. This is the screen area where video views and other device views are shown.

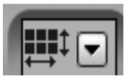
CUSTOMIZING THE USER INTERFACE

Plese see *Mirasys NVR User's Guide* for information on customizing the user interface and layouts.

TOOLBAR

The toolbar contains these buttons

Button	Name	Description
	Show/Hide Navigator	Shows or hides the Navigator.
	Show/Hide Map	Shows or hides the Map Tool.
	Menu Bar	If the menu bar is hidden, you can access all menu bar commands by clicking this button.
	Show/Hide Connections	Shows the connection status to recorders.

	Show/Hide Bookmark List	Shows or hides the bookmark list.
	Show/Hide Alarm List	Shows or hides the alarm list.
	Show/Hide Properties	Shows or hides the properties of a selected device.
	**View Mode**	Sets the View Mode for the currently activate components.
	Saved Layouts	Shows saved layouts that you can use.
	Save Layout	Adds a new layout.
	Delete Layout	Deletes the selected layout.

HELP

To access online help:

- Click **Help** and then **Help** to use Help.
- Click **Help** and then **About** to view information about the program version.

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MONITORING REAL-TIME VIDEO

DISPLAYING THE REAL-TIME VIEW

To monitor real-time video from one camera, do one of the following:

- Drag a camera from the **Navigator** to the work space.
- Right-click a camera and choose **Show Real-Time View** from the menu.
- Select a camera, click the **Show Menu** button at the bottom of the **Navigator**, and choose **Show Real-Time View.**

In addition, if real-time video has been set as the primary action for the camera, you can also double-click the camera on the Navigator or on a map to show real-time video.

A small symbol in the upper right corner of the video view shows what the camera is currently doing. For more information about the symbols, see **Error! Reference source not found.**.

MULTIVIEW

You can watch synchronized data from as many as 16 channels. The channels can be video, audio, or text channels or a combination of them.

To play back video from multiple devices, do one of the following:

- Right-click on a device group icon on the Navigator or on a map and choose **Show Playback View. Note**: *If the group contains more than 16 devices, only the first 16 are shown.*
- Right-click on a camera on the Navigator or on a map or right-click on a real-time video view and choose **Show Playback View.** Then drag other cameras to the playback view from the **Navigator** or from the work space.

PLAYBACK

For information about how to examine recorded events, see *Searching for recorded data*.

SHOWING THE PLAYBACK VIEW

To show the playback view, do one of the following:

- Right-click a camera or audio channel on the Navigator or on a map and choose **Show Playback View**.
- Select a camera or audio channel from the **Navigator**, click the **Show Menu** button at the bottom of the **Navigator**, and choose **Show Playback View** from the menu.
- Right-click on a real-time video view and choose **Show Playback View**.

NOTE: *If the system administrator has set playback as the primary action for a camera, you can also play back files by double-clicking the camera icon or by dragging the camera to the work space. Usually, however, double-clicking will show the real-time view.*

MULTIVIEW PLAYBACK

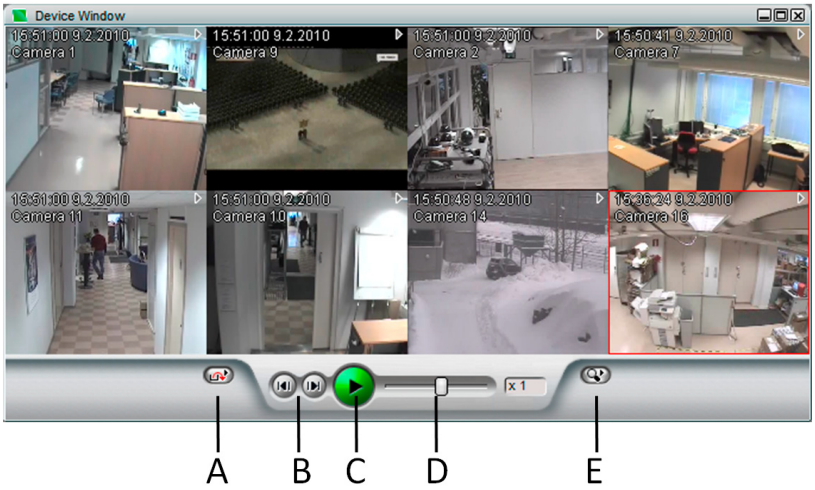
You can play back synchronized data from as many as eight channels. The channels can be video, audio, or text channels or a combination of them.**Error! Bookmark not defined.**

To play back video from multiple devices, do one of the following:

- Right-click on a device group icon on the Navigator or on a map and choose **Show Playback View. Note**: *If the group contains more than 8 devices, only the first 8 are shown.*
- Right-click on a camera on the Navigator or on a map or right-click on a real-time video view and choose **Show Playback View.** Then drag other cameras to the playback view from the **Navigator** or from the work space.

PLAYBACK CONTROLS

The playback controls are shown at the bottom of the playback window. Use the controls for playing, pausing, rewinding, and fast-forwarding recorded data. Five speeds are available (1×, 2×, 4×, 8×, 16×).



Playback window **A**. *Click the* ***Export*** *button to save an image or a media clips. You can also print images.* **B**. *Shows the previous / next image.* **C**. *Starts or pauses play.* **E**. *Changes playback direction or speed.* ***F***. *Accesses the search tools that you can use to find recorded data.*

To play forward:

- Click **Play**.

To pause play:

- Re-click the **Play** button.

To play fast forward:

- Drag the slider to the right. The more you drag the slider to the right, the faster data is played back. The speed is shown in the small box next to the slider.

To play in reverse:

- Drag the slider to the left. The more you drag the slider to the left, the faster the data is played back. The speed is shown in the small box next to the slider.

To move to the next or previous image:

Click the **Next** or **Previous** button.

NOTE: *When MPEG-4 or WMC9 compression is used, clicking the Previous button shows the previous intraframe.*

VIDEO AND AUDIO AUTHENTICATION

The system discovers if images or audio samples are inserted, deleted, replaced, or manipulated. When manipulated video or audio files are played back, the message **The data is not authentic** is shown in red on the video or audio view.**Error! Bookmark not defined.**

SEARCHING FOR RECORDED DATA

MOTION SEARCH

Use **Motion Search** to find images with movement in a specified area of the camera scene.**Error! Bookmark not defined.**

To show Motion Search, do one of the following in playback mode:

- Click the **Search** button and choose **Motion Search**.
- Right-click the video view in playback mode and choose **Motion Search.**

To close Motion Search, do one of the following:

- Click the **Close** button in the upper right corner of the **Motion Search** window.

USING MOTION SEARCH

To use Motion Search:

1. In the Motion Search window, paint the area of interest by using the pen tool or the other drawing tools. The selected area is shown in red. See *Drawing tools*.
2. Set the sensitivity of the motion detection and the required quantity of motion. See *Sensitivity* and *Quantity*.
3. Set the start and end time of the search. See *Start and end time*.
4. Set other search options. See *Other search options*.
5. Click the **Search** button. A progress bar is shown together with the **Bookmarks** list. Images that are in line with the search conditions are added to the list. For more information about Bookmarks, see *Bookmarks*.
6. You can stop the search by clicking the **Stop Search** button in the progress bar. Otherwise, the system searches to the end of the recordings or to the specified end point.
7. The search results are listed in the **Bookmarks** list. To play back an event, select the bookmark from the list and click the **Go to**

Bookmark button. Then use the playback controls below the video view to play back video.

DRAWING TOOLS

To use the drawing tools: Error! Bookmark not defined.

Use the drawing tools to select the target area in the video view. The system searches for movement in the areas that have been painted red and ignores movement in areas that have not been painted.

Tool	Name	Description
	Pencil	Use to paint the area that you want to examine. Set the pencil size by clicking one of the tool size buttons (large, medium, small).
	Eraser	Use to erase selected areas that you do not want to examine. Set the eraser size by clicking one of the tool size buttons (big, medium, small).
	Lasso	Use to select areas using straight lines. If the pen tool is selected, using this tool adds to the selected areas. If the eraser tool is selected, this tool removes from the selection. Click the image where you want to start the selection. Click again where you want to anchor the line and change direction. To complete the selection, click the starting point. The area is selected or cleared.
	Fill/Clear	If the pen tool is selected, clicking this button selects all of the image. If the eraser tool is selected, clicking this button removes all selections.
	Invert	Reverses selected and unselected areas. Sometimes it is easier to select the area that you do not want to examine and then invert the selection.
	Tool Size	Click one of the buttons to set the size of the pencil or eraser (big, medium, small).

SENSITIVITY

Use the **Sensitivity** value to adjust how much the pixel values must change in order for the system to interpret the change as movement.**Error! Bookmark not defined.**

To set the sensitivity:

- Drag the slider to the left to decrease sensitivity or to the right to increase sensitivity.

QUANTITY

Error! Bookmark not defined. The system finds images where the moving object is larger than the minimum size and ignores smaller objects. However, if there is more than one moving object, the system treats them as one.

To set the required quantity of movement:

- Drag the slider to the left to decrease required quantity of movement and to the right to increase required quantity.

START AND END TIME

By default, **Motion Search** starts from the time that is shown in the playback view. It stops at the end of the recorded images. You can, however, change the start and end time.**Error! Bookmark not defined.**

To set the start time:

- On the **Date and Time** tab below the sliders, do one of the following:
  - To start the search from the oldest files, select **Search from the start**.
  - To select the start date and time, clear the check box **Search from the start**, click the **Set Start Time** button , and then select the start date and time.

To set the end time:

- On the **Date and Time** tab, do one of the following:
- To end the search to the oldest files, select **Search to the end**.

- To select the end date and time, clear the check box **Search to the end**, click the **Set End Time** button , and then select the end date and time.

OTHER SEARCH OPTIONS

To set other search options: Error! Bookmark not defined.

1. Click the **Search Options** tab.
2. Select or clear these options:

- **Show found images in the playback window.** When selected, each image that is found is shown in the playback window during the search.
- **Stop the search when the first image is found.** When selected, the search stops when the first image is found.
- **Delete unsaved bookmarks before starting a new search.** When selected, unsaved bookmarks are deleted from the bookmarks list before each search.

ACTIVITY SEARCH

Use **Activity Search** to quickly find recorded data**Error! Bookmark not defined.**

To show Activity Search, do one of the following in playback mode:

- Click the **Search** button and choose **Activity Search**.
- Right-click on a video or audio view and choose **Activity Search**.

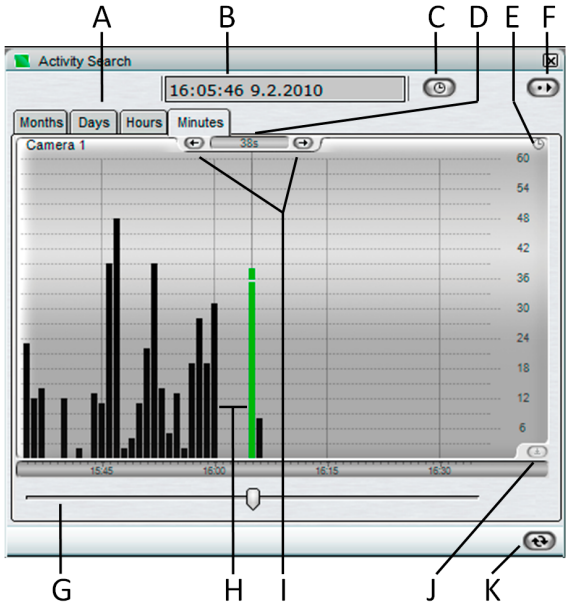
To close Activity Search, do one of the following:

- Click the **Close** button in the upper right corner of the **Activity Search** window.

ABOUT ACTIVITY SEARCH

The **Activity Search** window shows recorded data as a bar graph. The horizontal axis shows the time, and the vertical axis shows the quantity of recorded data. By looking at the height of the bars, you can immediately see if there has been activity in the scene. This requires that recording is based on motion detection or audio detection.

If video or audio is recorded continuously, the bars are all of the same height. To find events from continuous recordings, try using **Motion Search.** For more information, see *Motion Search*.



A. Time tabs. Change the time scale by clicking these tabs.

B. Date and time display. Shows the date and time for the active time point. The recording from that time is shown in the video or audio view.

C. Time Search button. Shows a calendar, where you can select the date and time that you want to show in the graph. For more information about Time Search, see Time Search.

D. Quantity display. In time mode, this display shows how much recorded video or audio the selected bar contains (in seconds, minutes, etc.). In data mode, it shows the number of images or audio samples.

E. Time mode symbol. The clock symbol in the upper right corner shows that the graphs is in time mode. If no symbol is shown, the graph is in data mode.

F. Options. Shows a menu with these options:

- **Time Mode**. When time mode is selected, the quantity of recorded data is shown in time units, for example, as 60

seconds of recorded data in the selected minute. When time mode is not selected, the quantity of recorded video is shown as the number of images. The quantity of audio is shown as the number of audio samples. The quantity of text data is shown as the number of text events.**Error! Bookmark not defined.**

- **Detail View** > **Show Detail**. Select **Show Detail** to show a smaller graph below the primary graph. The smaller graph shows a smaller time scale view of the selected time. For example, if the **Hours** tab is selected, the detail view shows the recorded material for each second of the selected minute.**Error! Bookmark not defined.**
- **Scale**. If the scale of the graph is not appropriate for the quantity of the recorded data, you can change the scale here. The option is available only in data mode.**Error! Bookmark not defined.**

G. Scroll box. By dragging the scroll box, you can quickly move forward or backward in the recordings. While you drag, a ToolTip shows the date and time you are at to let you know when to release the scroll box.

H. Bars. Each bar shows the quantity of recorded data during the selected time unit. When you point on the graph with the mouse, the start time of the bar is shown in a ToolTip. The currently selected bar is shown in a different color, and data from that time is shown in the playback window. **NOTE:** *Click the Play button below the view to start playback.*

I. Previous Bar and **Next Bar** buttons. By clicking these buttons, you can move to the subsequent or previous bar.

J. Fit Graph to Window. If the bars do not fit in the screen, an arrow at the top of a bar shows that there is more. To change the scale, click the **Fit Graph to Window** button. The command is available only in data mode. Alternatively, click **Options**, point to **Scale**, and then choose the scale.**Error! Bookmark not defined.**

K. Refresh. The graph is not automatically updated to show video or audio that is recorded after Activity Search was opened. Click this button to update the graph.

MOVING IN THE GRAPH

You can navigate the graph as follows:

- **Time tabs.** Click the time tabs to navigate in the recordings.

- **Forward and backward buttons.** To move forward and backward one bar at a time, click the **Next Bar** and **Previous Bar** buttons.
- **Select a bar.** Click a bar to see the first image of the bar. The selected bar is always moved to the center of the graph.
- **Scroll bar.** Click and drag the scroll box to move forward or backward in the material.
- **Time Search.** Click the **Time Search** button to show a calendar, where you can select the date and time that you want to move to.

USING ACTIVITY SEARCH

To use Activity Search:

1. Click the **Months** tab and then click the month (vertical bar) that you want to examine. Then click the **Days** tab to choose the day, and then the **Hours** and **Minutes** tabs (if necessary) to select the hour and the minute.
2. The selected bar is shown in yellow, and the first image of the bar is shown in the video view.
3. To play back video or audio, use the playback controls in the **Device Window**. For more information, see Playback controls.

NOTE: *To find the right image, you can move from image to image using the **Previous** and **Next** buttons.*

MULTIVIEW SEARCH

You can have as many as eight video or audio views open in Activity Search at the same time.**Error! Bookmark not defined.**

To add a camera, audio channel, or text channel to the search window:

- Drag the camera or audio channel from the **Navigator** to the search window.

To remove a camera, audio channel, text channel from the search window:

- Drag the view away from the search window or right-click on the view and choose **Close**.

TIME SEARCH

Use **Time Search** to find the nearest recorded image from the specified time point.**Error! Bookmark not defined.**

To use Time Search:

1. In **Activity Search**, click the **Time Search** button. **Time Search** is shown.
2. Select the year and month from the menus. Then select the date from the calendar by clicking on a date. Select the time from the menus.
3. Click **OK**. The program finds the nearest recorded image from the selected time forward or back. The image is shown in the video view, and the graph is also updated.

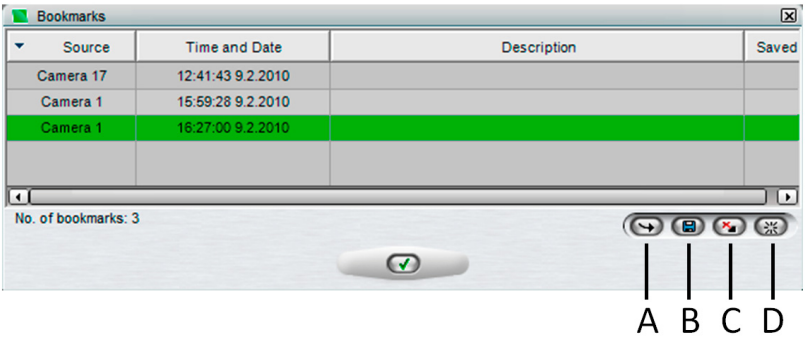
See also *Activity search*.

BOOKMARKS

When you use **Motion Search**, the program adds found events to the **Bookmarks** list. In addition, you can manually add images or audio samples to the list for easy retrieval.**Error! Bookmark not defined.**

The list can contain saved and unsaved bookmarks. When bookmarks are added to the list they are unsaved. Unsaved bookmarks are deleted if you switch profiles or log off from **Workstation**.

To keep a bookmark in the list even if you switch profiles or log off, you must save it. Saved bookmarks are kept in the list until you manually remove them.



*Bookmarks list. **A**. Shows the bookmarked sample **B**. Saves the bookmark **C**. Deletes the selected bookmark or bookmarks **D**. Deletes all unsaved bookmarks*

The list contains these columns:

Source. The name of the camera or audio channel.

Date and Time. The start date and time of the event.

Description. The name of the event or the description typed when the bookmark was saved manually.

To play back an event from the Bookmarks list, do one of the following:

- Double-click the event.
- Click the event that you want to play back and click the **Go to Bookmark** button.
- Right-click the event and choose **Go to Bookmark**.

Playback starts automatically.

To bookmark an event:

- Right-click on a video view in playback mode and choose **Add to Bookmarks**.

To save a bookmark:

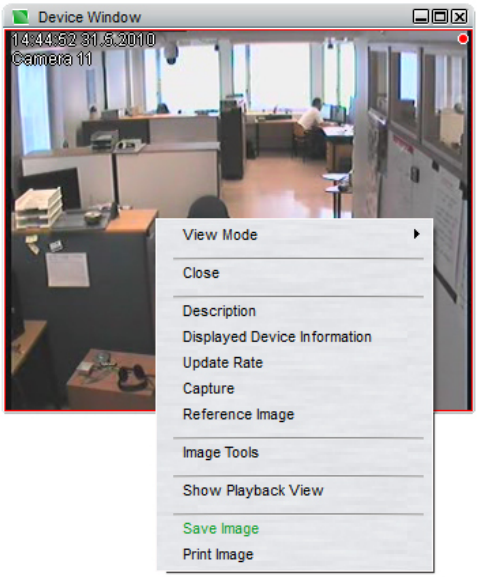
1. Click the bookmark that you want to save and do one of the following:
    - Click the **Save Bookmark** button.

- Right-click the event and choose **Save Bookmark**.

2. Type a description of the bookmark and click **OK**.

EXPORTING MEDIA AND ALARM DATA

PRINTING OR SAVING IMAGES



You can print and save images directly from a device view.

To save or print an image:

1. Open the camera view in either real-time or playback mode.
2. After finding the image you want to save or print, right-click on the image.
3. Select **Save Image** or **Print Image** from the menu.
    - If you selected **Print Image**, the image will be sent to the default printer.
    - If you selected **Save Image**, select the path and filename for the image. The default filename contains the date and time information for the image.

EXPORTING VIDEO, AUDIO AND TEXT DATA

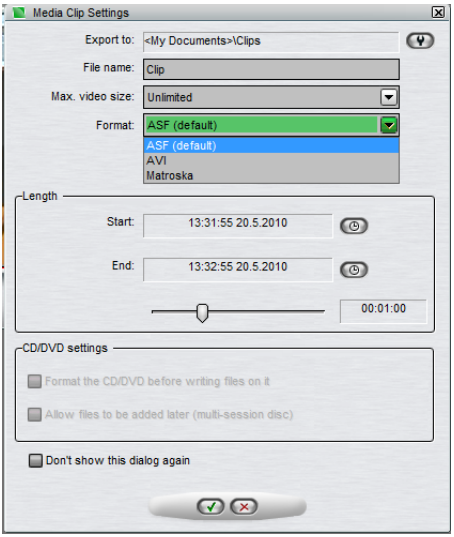
You can export a media clip containing data from one or more cameras, audio channels or text data devices.

You can have the system automatically export media clips with default settings or have the program show a dialog box in which you can change the settings before a clip is exported.

You can save clips on CD or DVD disc, removable devices and the local hard disk. Clips can be played back using the Mirasys Media Player program, which is automatically saved with clips, or Windows Media Player..

To export a media clip:

1. Open a playback view from the devices that you want to export a clip from. If you want to export a synchronized clip from more than one channel, the playback views must be in the same device window.
2. Use Motion Search or Activity Search to find the image that you want to start the media clip from, or select the alarm you want to export from the Alarm list. For more information, see Searching for recorded data or **Error! Reference source not found.**.
3. Right-click on the image and select **Save Clip**.
4. In the **Media Clip Settings** window, enter the settings for the clip:



- **Export to**: The drive and folder to which the clip will be exported.
- **File name**: Name of the media clip.
- **Max. video size**: the maximum dimensions of the exported images.
- **Format**: Format in which he video will be exported. The available formats are **ASF**, **AVI**, and **Matroska**. For more information on the formats, please see *Media formats*.
- **Start**, **End**, and **Timer**

slider: You can set the start and end times through the calendar buttons, or alternatively set the length of the clip through the slider.

- If you are writing the clip on a CD or DVD disc, you can select **Format the CD/DVD before writing files on it** to format the disc, or **Allow files to be added later** to enable further clips to be written on the disc.
- Mark **Do not show this dialogue again** to set the selection as default.

DEFAULT SETTINGS

To set default settings for the media exporter, select Media clip settings from Settings on the toolbar, and edit the information as instructed in *Exporting video, audio and text data*.

MEDIA FORMATS

You can export media clips in three formats:

- **ASF (default)**: **ASF** is the default format for all media exports. **ASF** is the only format that supports data streams and watermarks. The minus side of **ASF** is in that if the exported video was not captured in WMC9 format, **ASF** can be extremely slow, as the video is de- and recompressed during the export phase. **ASF** is the only format that can be played and authenticated with Mirasys Media Player. **ASF** files include device names and timestamps for the footage.
- **AVI**: When using **AVI**, the video is packed into an **AVI** file and exported in its original format. Due to this, exporting files as AVI can be many times faster than exporting to **ASF**. However, **AVI** files do not support watermarks or data streams, and they cannot be played or authenticated with Mirasys Media Player. **AVI** files do not include device names or timestamps for the footage.
- **Matroska**: When using **Matroska (MKV)**, the video is packed into an **MKV** file and exported in its original format. Due to this, exporting files as **MKV** can be many times faster than exporting to **ASF**. However, **MKV** files do not support watermarks or data streams, and they cannot be played or authenticated with Mirasys Media Player. **MKV** files include device names and timestamps for the footage.

PLAYING VIDEO, AUDIO AND TEXT DATA CLIPS

Video, audio and text data clips are exported by default in **ASF** format. **ASF** clips can be played using Mirasys Media Player or Windows Media Player.

If media clips have been exported in **AVI** or **Matroska** format, you will need an external video player to view the clips. Please see *AVI and Matroska files* for further information.

USING MIRASYS MEDIA PLAYER

You can use Mirasys Media Player to play video, audio and text data clips (media clips) that have been exported from Mirasys **Workstation**. In addition, the player verifies the authenticity of the media clips. If images, audio samples or text data are manipulated, the player shows that the clip is not authentic.

The player is automatically exported with media clips and saved to the same folder as the clip.

SYSTEM REQUIREMENTS

Mirasys Media Player requires the following system configuration:

- Windows XP, Vista, or Windows 7 operating system
- Microsoft DirectX 9.0c or later
- Microsoft .NET Framework 2.0
- Microsoft DirectX for Managed Code
- 16- or 32-bit colors
- Sound card for playing audio

To play a media clip from a CD or DVD:

- Put the CD or DVD into the CD/DVD drive. The player starts automatically and starts to play the clip.

To start Mirasys Media Player from the hard disk or CD:

- Double-click the file MediaPlayer.exe.

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To play a media clip from the hard disk:

- On the menu bar of the Mirasys Media Player, click **File** and then **Open**. Select the WMV file that you want to play back and click **Open**. The media clip starts to play.

*A synchronized media clip from two cameras. **A**. Click **File** and then **Open** to play a different media clip **B**. The green circle and the text **Authentic** show that this clip is authentic. **C**. Playback buttons Information about an audio channel **D**. Playback slider **E**. Mute **F**. Volume*

It is important to note that if the clip contains data from multiple video or audio sources, only one of the video and audio sources is played through Windows Media Player. In addition, text data clips cannot be played through Windows Media Player. Please use Mirasys Media Player to play media clips containing multiple synchronized video and/or audio clips or any text data.

Exported clips can be played with Windows Media Player version 7 or newer.

To play a media clip using Windows Media Player:

- Right-click the media clip file (WMV file), choose **Open With** and then Windows Media Player. The clip starts to play automatically.

USING WINDOWS MEDIA PLAYER

You can play back exported **ASF** media clips using Windows Media Player. It is important to note that Windows Media Player cannot verify the authenticity of the data. Nor can it be used to play clips with exported text data channels.

AVI AND MATROSKA FILES

Both **AVI** and **Matroska** require an external player such as **VLC** or **MPlayer** to play exported media clips.

Information on **MPlayer** can be found in: *http://www.mplayerhq.hu/*

Information on **VLC** can be found in: *http://www.videolan.org/vlc/*

PRINTING TEXT DATA

You can print text data through the real-time and playback modes in Worskstation or by printing exported text data clips through Mirasys Media Player.

To print a real-time text data clip through Workstation:

1. Open a real-time view for the text channel you want to print data from.
2. After the data channel has opened in the workspace, right-click on the device window.
3. Select **Print Text Data**.
4. The data is sent to the default printer.

To print a playbacked text data clip through Workstation:

1. Open a playback view for the text channel you want to print data from.
2. After the data channel has opened in the workspace, use the **Activity Search** or **Text Search** tools or the playback slider to find the desired text segment.
3. Right-click on the device window.

4. Select **Print Text Data**.
5. The data is sent to the default printer.

To print a text data clip using Mirasys Media Player:

1. Open a text data clip with Mirasys Media Player as instructed in Using Mirasys Media Player.
2. Find the desired text segment.
3. Click **Pause** or **Stop** to freeze the playback.
4. From the **File** menu, select **Print**.
5. The data is sent to the default printer.

NOTE: *Whether printed through the playback or real-time views or through Mirasys Media Player, the text data is printed with its original formatting.*

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